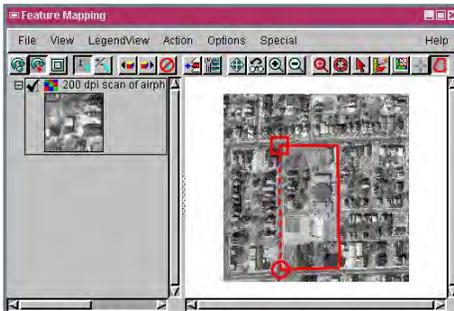


Create Binary Masks

DID YOU KNOW . . . you can create binary masks using the Region of Interest tool in the Feature Mapping process? (A **mask** is a processing barrier or boundary that only allows selected data values to pass.)

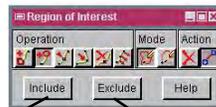
What Creating Binary Masks Gives You

- Designate a processing area from a larger scene
- Block out the parts to be excluded from the current analysis
- Create rectangular or irregular shapes to designate the mask area



Save the region of interest to use as a data mask in other processes.

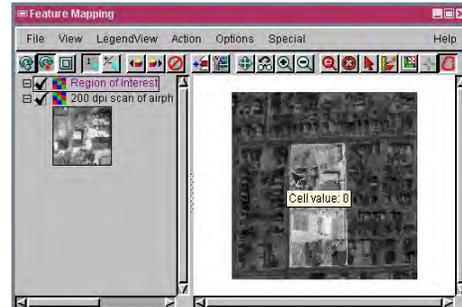
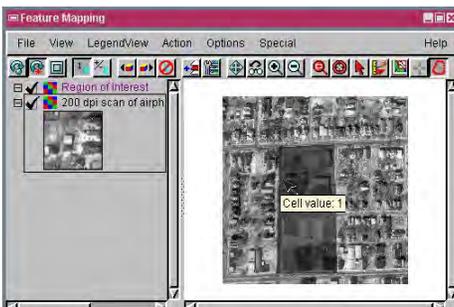
Select an area as shown above using the desired operation and mode in the Region of Interest window.



Areas to be processed have a value of 1 in the mask, while areas to be excluded from processing have a value of 0.

Clicking on the Include button assigns the value of 1 to the selected area.

Clicking on the Exclude button assigns the value of 1 to the area outside the selected area.



How to Create Binary Masks

- Select Raster/Interpret/Feature Map from the menubar.
- Click on the desired operation and mode icons in the Region of Interest window.
- Draw the processing area and click on the Include button. Repeat as necessary.
- Select File/Region of Interest/Save As to save the binary raster.

WANT TO KNOW MORE?

See the tutorial booklet entitled:

Feature Mapping

